# Joe & Mac™

## INSTRUCTION BOOKLET



TENGEN

Manufactured by TENGEN

OBJECT OF THE GAME/GAME DESCRIPTION: *It's rad! It's bad! TOOBIN' is so awesome, dude! Have a totally toobular time Toobin' on dozens of rivers. You can even cruise down Martian canals and prehistoric swamps. Go through gates, grab treasures and weapons, steer clear of obstacles and fight enemy dudes before they damage your toob. At the end of each river is a whirlpool that'll take you to another wet and wild ride! Keep your head above water and you'll have an excellent rippin' and ragin' time!*

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PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at (408) 433-3999 Monday through Friday from 8:30AM - 6:00PM Pacific Time.

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PRECAUTIONS: 1.This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

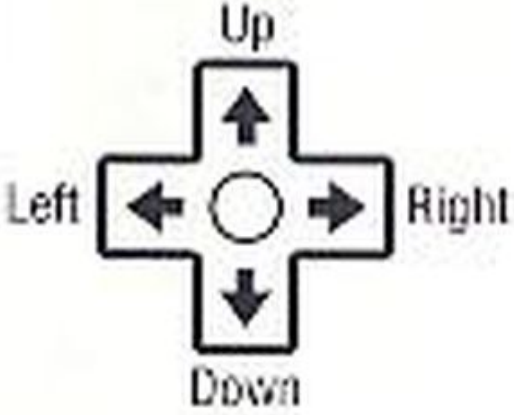
**TOOBIN'**: TM Atari Games; © 1989 Tengen, Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

# CONTROL FUNCTIONS

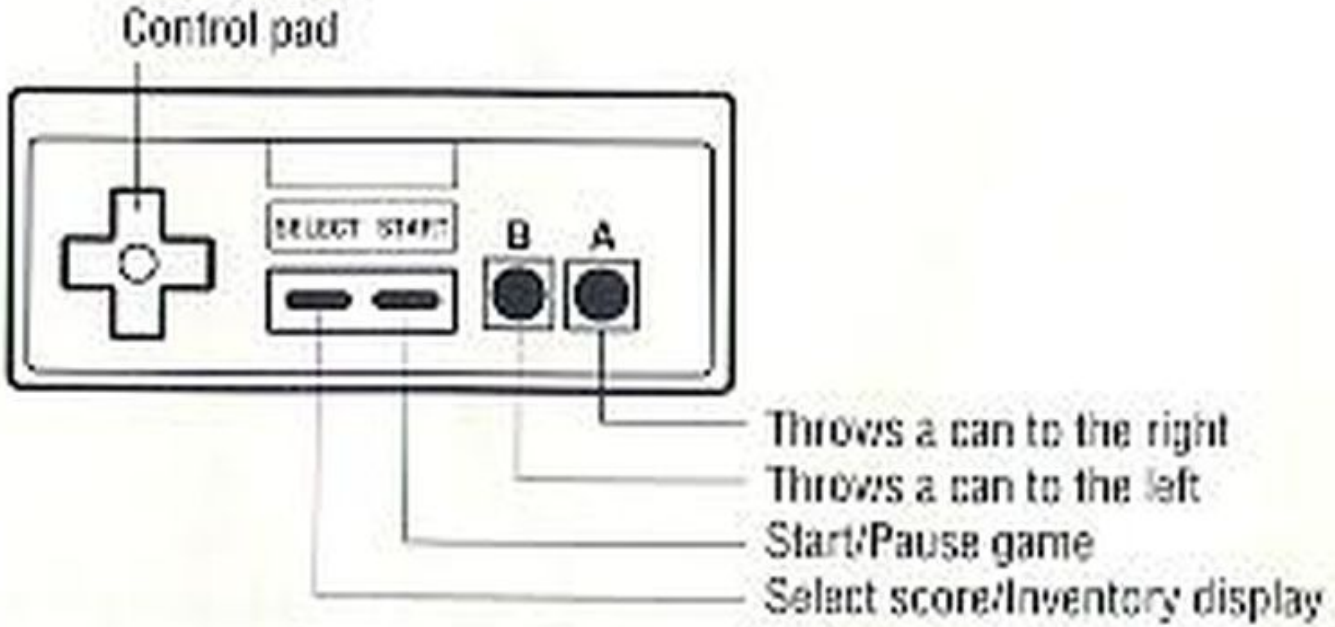
Toobin' is for one or two dudes (or dudettes). You can be either ***Bif*** or ***Jet***, the world's baddest party animals on water. Plug your controllers into Ports 1 and 2.

## *Control Pad*

Moves Bif or Jet




## *Controller*




## *Controller 1*

Controls ***Bif*** in 1- or 2-player games.

## *Controller 2*

Controls ***Jet*** in 2-player games, or ***Bif*** in 1-player games.

# THE SCREENS

## *Title Screen*

When you first load the game cartridge, a Title Screen appears. Press Select or use the control pad up or down to choose between 1 or 2 player modes. *Note:* If you hang out here for a while, the Credit Screen appears. If that happens, you can press the Start Button to get back to the Title Screen, dude.

Press Start to start the game (like, it takes a real rocket scientist to figure that out!).

## *Transition Screen*

After you go into the whirlpool at the end of a river, the Transition Screen appears. When you're ready to hit the waves again, press any button to start.

# THE GAME

**One Player:** you're on your own, dude.

**Two Players:** you're Bif, and you take turns with Jet competing to win the game.

## *Special One-Player Mode*

You can use both controllers to control Bif in One-Player Mode. This way, you and a friend can play at the same time. Like, maybe, one of you could control Bif's movement in the river while the other throws the cans. That way, Bif'll have one hand free for holding a cold one.

## *Pause*

If you want to stop in the middle of a game, press the Start button. The game will stop and the screen will fade out and then fade back. Press the Start button again to keep on playin'.

## *Special Items to Pick Up*

- **Treasure chest:** 200, 500 or 1000 points, dude.
- **Floating can:** pick it up to add to your stash (9's the max you can have).
- **Sixpack:** looks like six cans, but you actually get more. You lose your sixpack when you sink or when you hit a whirlpool.
- **Gates:** go through them to increase the score multiplier. Miss one, and your score multiplier gets, like, totally wiped out.
- **Beach ball:** pumps you up.
- **Patch:** you need these to repair your toob.
- **Letters:** totally toobular things to have. You can get a new toob and 3 extra patches for three letters, and you can get a big bonus for all seven letters.

## HINTS

***According to Bif:*** Like, feel your way down those waves, dude, and use that awesome Control Pad. But stay away from those sharp things, you know, or throw cans at 'em to sink 'em. Oh, and like, pick up cans and things that look cool. Most of yer enemies think that cans are totally uncool, and they'll scare away or freeze when they get hit by one. I counted 33 different enemies, 9 obstacles and 49 rivers, but like, I never was too good at math, you know. So, like, don't sue me if I didn't count 'em right or somethin'. Anyway, when you see the cooler at the second party, if you're like, totally ecological, you'll get those big points. And you'll totally deserve them, dude, because class 9 is, like, really tough.

***Jet's Motto:*** *A patch in the hand is worth two of anything in the bush.* Don't get spastic and wipe out if you miss something. Like, just keep cool, man.

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## TROUBLE-SHOOTING:

*If the game-pak doesn't work the first time you try it, re-insert the cartridge 5 – 10 times to clean the contacts. Also, stay cool and try pushing the Reset button.*

## CREDITS:

Programmers: *Franz Lanzinger and David O'Riva*

Graphics: *Gregg Williams and David O'Riva*

Audio: *Brad Fuller, Don Dierkeite, John Paul*

Additional Music: *Susan Lanzinger*

Thanks: *Michael Alexander, Bill Hindorff, Jeff Yonan, Sam Reyes, Bryan Datu*

Art & Graphic Design: *Louis Saekow Design*

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

**How to Identify and Resolve Radio-TV Interference Problems**

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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